

VISIT...

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## Tutor Teaching Tips

## Chinzaemon the Silent (Q)

### MATERIALS

Leveled reader

Graphic organizer

Game cards

Graphic organizer;  
Leveled reader

### Before Reading 3–5 minutes

**BUILD BACKGROUND:** Ask: *What do you think it would have been like to be a prince or princess during the 1700s? What kinds of things would you have been able to do?*

**PREVIEW THE BOOK:** Show the child the covers of the book, and read the title. Ask: *What do you think this book is about?* Explain that this story is a Japanese folktale, which is a story that has been passed along by word of mouth.

Look at each picture in the book and ask the child what might be happening in the story.

### During Reading 10–15 minutes

Ask the child to read pages 3–13 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

### After Reading 10–15 minutes

**RETELL:** Ask the child to retell the part of the story he/she read on pages 3–13. If necessary, prompt by asking: *What else happened?*

**GRAPHIC ORGANIZER:** After reading pages 3–13, have the child write the cause or effect for each event. If the child has difficulty, help him/her find the information in the book and read it aloud.

**CRITICAL THINKING:** Ask: *Was it right for Chinzaemon to trick the sleeping guards? Why or why not? Did Chinzaemon carry out the trick in order to win the prince's favor? How do you know?* Allow the child time to think about his/her answer and to go back to the book to check facts if he/she needs to.

**VOCABULARY GAME:** Read each game card with the child. Explain that the words are made up of pairs of words that mean the same thing, for example, *silent* and *quiet*. Spread the cards face down on the table. Have the child turn over two cards and read the words. Ask the child if the words have the same meaning. If the answer is correct and the words have the same meaning, the child keeps the cards. If the answer is incorrect or the words don't match, the child turns the cards back over. It is now your turn.

### Home Connection

Have the child finish reading the book at home. Have him/her complete the rest of the graphic organizer after reading the book.

| <b>Cause</b>                                                                                                             | <b>Effect</b>                                                           |
|--------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|
| The prince admired Chinzaemon.                                                                                           |                                                                         |
|                                                                                                                          | The prince fired the sleeping guards.                                   |
| The prince smiled when he thanked Chinzaemon for causing him to fire the worthless guards.                               |                                                                         |
|                                                                                                                          | Chinzaemon was allowed to sniff the prince's ear whenever he wanted to. |
|                                                                                                                          | Chinzaemon became a very wealthy man.                                   |
| Chinzaemon told the prince that the people had been giving him gifts because they thought he would influence the prince. |                                                                         |

**INSTRUCTIONS:** Find the first three events on pages 3–13. Decide what effect or what cause each event had and write it in the blank boxes. After you finish reading the book, you can fill in the rest of the graphic organizer.

silent

quiet

funny

amusing

clever

smart

loyal

faithful

prank

joke

sniff

smell

beautiful

gorgeous

rich

wealthy